

PI-1 Pinball Board Setup



IMPORTANT PRELIMINARY INSTRUCTIONS PRIOR TO INSTALLING THE BOARD:

- The pinball game must be turned off and unplugged from outlet before removing/installing any board
- The electronic boards must be handled by their edges to reduce the risk of damage through static electricity
- The AC cord must be in good shape and imperatively plugged into a grounded outlet before turning the pinball game on
- All displays must be in perfect working condition, all coils and their respective diodes must have been checked good
- All fuses must have been checked and strictly comply to game's prescriptions (rating -in amperes- and blowing speed) in the original game's manual
- Pins of all connectors around boards **A1** (CPU) **A2** (power supply) and **A3** (driver) must be clean and corrosion-free



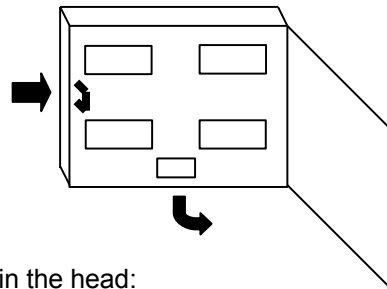
INSTALLING THE BOARD IN A GAME IN UNKNOWN CONDITION WILL VOID THE GUARANTEE

STEP 1

Open the top head, with the key on the left hand side.
The wooden frame, that holds the backglass, swings to the right, unveiling the displays.

STEP 2

Pull the handle and the wooden panel holding displays and lamps will swing to the right.

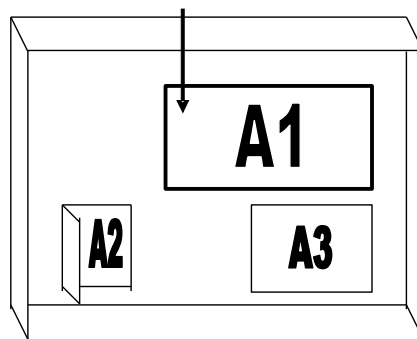


STEP 3

Locate the 3 boards already present in the head:

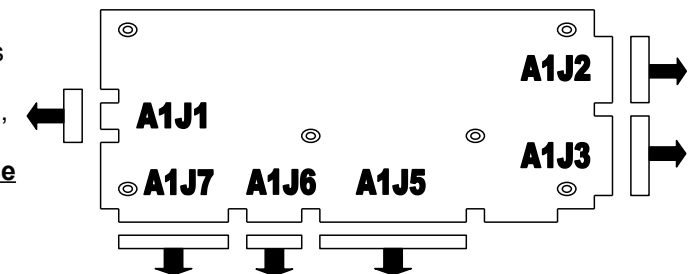
- The main board (**A1**), the biggest one
- The power supply board (**A2**), the smallest on the bottom left corner, affixed to a metal bracket
- The lamps & coils driver board (**A3**), on the bottom right corner

The **PI-1** board will replace the main board A1.



STEP 4

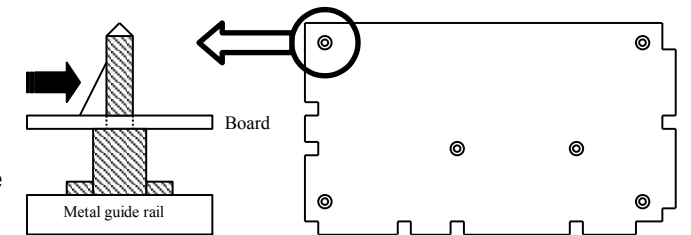
On board **A1**, locate the 6 connectors plugged on the sides.
Write down the way they are inserted, then remove them following the arrows below: pull on the plastic case of the connector, and not on the wires!



STEP 5

The board **A1** is fastened to the head by 6 nylon spacers, each equipped with a little « clip » tip. With your fingertips (or flat pliers), gently push onto each « clip » then pull the board towards you. Once the 6 « clips » are released, the board can be easily removed by pulling it by its edges.

Advice: remove the back-up battery in the center, to avoid further leakage, and recycle it with regular batteries.

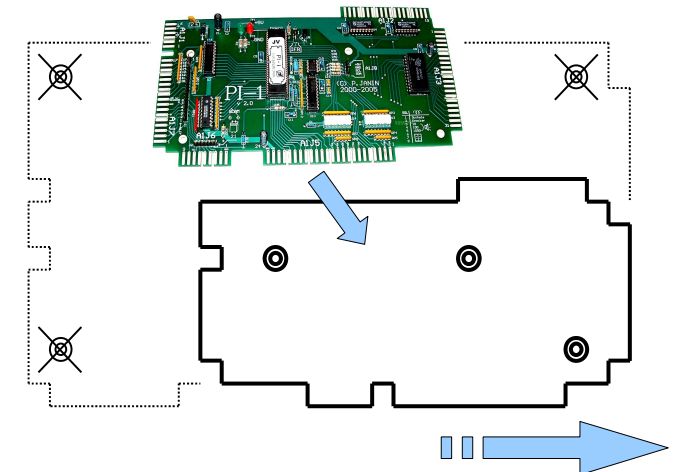


STEP 6

Take the **PI-1** board out of its antistatic bag. Store this bag in a safe place, in case the board should be returned for maintenance!

The **PI-1** board fits exactly in the old board's space, but on the 3 bottom right spacers.

The 2 topmost spacers and the one on the bottom left corner are no longer used (crossed out on the drawing).



Continued from p.1

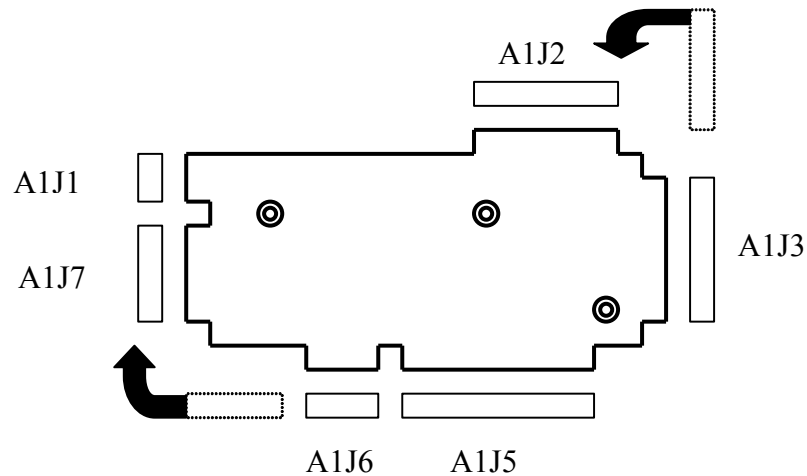
STEP 7

Plug back all connectors (A1J1 through A1J7) on the new **PI-1** board. Note that the location of 2 connectors has changed:

- **A1J7** is now located on the **left hand side**, just below A1J1
- **A1J2** is now located on the **top edge**

Those 2 wire harnesses need to be bent to a right angle so that they align with the respective connection points on the **PI-1** board.

This does not change anything regarding the **PI-1** board's operation nor does it damage wires and connectors.



STEP 8: UPON FIRST POWER-UP (manual : step 13)

Upon the very first power-up after the first installation, or after the back-up memory has been replaced:

- First, the desired language for all messages is asked for (refer to menu 5 «LANGUAGE», except that timeout is 5s and there is no exit entry)
- Then the entire memory contents are wiped out then reprogrammed (same as option 44 «ERASE» of menu 4 «PRESET»)
- The display frequency, **50Hz by default** (DIPSW 26 ON), may need to be changed
- Finally, the selected game defaults to «GENIE» (letter «L») and may be changed as follows

PI-1

GAME SELECTION

The full name of the selected game and its identifier (a single letter that corresponds to the old «GAME PROM» of the original board) are displayed for 5 seconds, as shown on the example below:

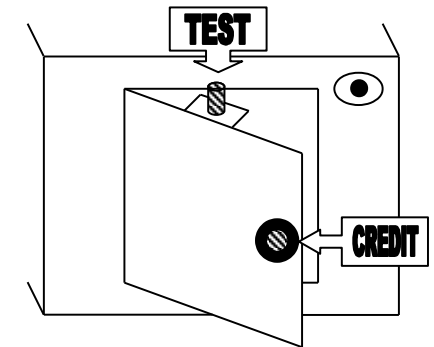
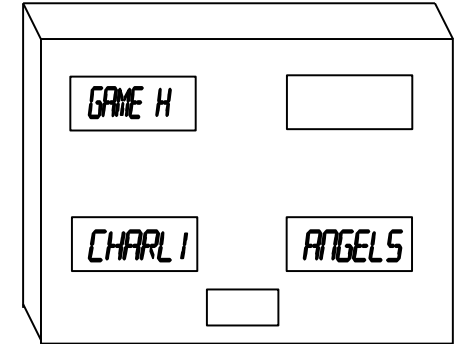
- PLAYER1 display: « GAME » + letter from « A » (Cleopatra) to « S » (Asteroid Annie) and derivative kit games with a leading « + »
- PLAYER3/PLAYER4 displays: game's name in full

The other displays remain empty.

To change the game, press the white **[TEST]** button located inside the front coin door within **5 seconds** of power-up, whilst the game name is being displayed: the PLAYER1 display then flashes.

Every time **[TEST]** is pressed, the next game in the list is displayed (as listed on the manual's cover page).

To select the game displayed, press the red **[CREDIT]** button (the one that starts a game) on the front of the coin door. By default the game displayed will be automatically selected **5 seconds** after the user last pressed either button.



STARTUP SEQUENCE

Once powered up, the game will follow the startup sequence below:

- The display of a welcome message (board's name, copyright and date)
- Its control lamps (called *LED*), for power supply and processor, will lit
- The game selection (refer to previous step)
- Both « GAME OVER » and « TILT » relays will toggle briefly together, along with all playfield illumination lamps (under the plastics)
- The coin door & certain playfield *switches* will be checked (in case they are stuck)

Upon completion, and if no problem was detected, the game becomes operational.

The full manual is available from www.flippp.com ...Let's flippp !!!